

CI 881 M Duval

First name: Mark

Last name: Duval

Q1:

Improving key elements of the existing framework.

Q2:

To advise the public.

Q3:

Yes. It is not practical to require mobile phone games to be classified because the large amount of them released makes this unpractical. Also it would damage the Australian mobile phone games industry if small developers were required to pay the high fees to have their mobile phone games reviewed for classification.

Q4:

Yes.

Q5:

Yes.

Q6:

Yes.

Q7:

No.

Q8:

No.

Q9:

No.

Q10:

No.

Q11:

Q12:

Online content doesn't need to be restricted.

Q13:

By parents being aware of what websites their children are visiting and preventing their children from visiting websites that contain inappropriate content.

Q14:

Q15:

Q16:

To advise the public.

Q17:

Q18:

Mobile phone and online gaming content can be self-regulated by the industry. This already happens to an extent with Apple self-regulating their own online games content.

Q19:

Independent films and independent games should be subsidised to help the content providers have their content classified.

Q20:

The lack of an adult rating for games causes confusion.

Q21:

Yes. There needs to be an adult rating for games to bring the games classification in line with other forms of media (e.g. film and television).

Q22:

An adult rating for games could be made in order to recognize that there are games made that are meant specifically for adults to play.

Q23:

Q24:

Child pornography, rape, and other such content which presumably is already prohibited by the current laws.

Q25:

Yes.

Q26:

Yes. Transfer all power to the federal government to make it consistent across the whole country.

Q27:

Q28:

Yes.

Q29:

Other comments: